

TELEGAMES

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Lyonsen Enhanced-Games Card

S-I-M-I-S is a collection of four games plus a bonus pack of special demos for the Atari Lyons consoles I & II.
Please read the following instructions carefully to get most fun out of the card and its various programs.

After freely inserting the card into the Lyons and booting the main menu by switching on the console, the multi-game display the main menu with the S-I-M-I-S logo. Each of the five letters represents a game, except the last one that stands for the 'special' program demos. Note that one of the letters is selected and continuously spins around itself. You can choose a other letter by pressing the joyed right or left. When you press button A or B the chosen program will be started. Please refer to the specific instructions for the games on the other page for details. Some basic controls are common among the four games:

Buttons A or B start the game, OPTION-1 and PAUSE reset the game when ending, otherwise (from the title screen) this combination returns you to the game selection screen of S-I-M-I-S. PAUSE will temporarily stop the game until pressed again. Some games will flip the screen for left handed operation by pressing OPTION-2 and PAUSE.

The card contains a non-volatile memory chip that holds the games' hi-score information. Some games keep a complete 'to do time' list of hi-scores with initials of the players, others just save the highest score achieved so far. The memory chip retains the information for years, even if the Lyons is turned off or the card gets unplugged.

The bonus specials contain four demo programs that can be started one after another. Each time you choose the last 'S' the selection screen and press A or B the next demo will run. To return to the selection screen, you have to reload the card by turning the power off and then on again. The combination of OPTION-1 and PAUSE has no effect on the demo. The four specials include a 3D texture-mapping maze, a 'mobile modern' style demo-level, a configurable 'dungeon master' level and a distortion/polygonal graphics screen to experiment with. Additionally, there's a reduced version of a well-known game hidden somewhere (although accessible somehow) on the card.

The robust plastic packaging of the game may be used as a safe transport box for up to three more games and is made recyclable polypropylene (PP). To save natural resources, it shouldn't be discarded into your standard waste!

DISCLAIMER

THE GAMECARD MAY NOT BE BENT OR TWISTED, EXPOSED IT TO EXTREME HEAT OR ELECTROSTATIC PULSE. DO NOT REMOVE THE PROTECTIVE LABEL FROM THE CD. ONLY CAREFULLY INSERT THE CARD INTO THE LYONS AND AVOID SHORT CIRCUITS BETWEEN THE COILING CABLE AND THE CD'S PINE. ANY MANIPULATION OF CD'S WILL VOID THE WARRANTY.

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SHOOT'N' BITE



looking two spaces here to be stopped in the game by blasting them with your mobile ground defense. The invaders begin from the top of the screen, launch Earth landing across the playfield in succession. The formation shifts when in formation, the faster the rate of them and make an "all you about the last one..." In the last group there are three landing ships between the invaders and the ground. These invaders will be destroyed by (a) through three levels by the invaders and ground, or can be stopped and destroyed by the invaders. You can still your defense base left and right and fire single shots at the ships. From time to time a "monster" 200 spaces through the sky which allows you to put extra points by stopping it. (b) through, change above your remaining defense base, "A" and "B" player's score and the highest score reached so far. The game ends when you lose your last defense base by shot five or when the invaders reach the ground.

The high-score and information about the various types of invaders can be seen by pressing Option 1 in the Invaders title screen. 2 and 3 select one or two player games.

MINES



Trying to defeat your opponent is the goal of the board game of Mines. The playfield consists of 16x8 gray tiles. Both player can move his token (chip or pencil) one step in any direction that leads a gray tile. After this, the player has to remove one tile off the board. In this way the players take turns strategically, until one of the two can't move any further due to being isolated. To control your tokens on the board you'll be given a corner. To make yellow of red one moved in 16x8 that you can move around in 8 directions. In the middle phase you might will be forced to one step. From 16x8 to 8 to move your token to the bottom. In the second phase you can extend any from the tile of the board by placing your token on it. Removing the tile by again placing it on 8 from one step remove the token on a second human player in a single game or a series of games (best of 5, 11 or the winner in all conditions). The winner of a game is a series moves a point in the board score. After the selected number of games the player with more points becomes next.

In this game the player controls a snake flying in our system. With each is destroyed, the snake grows longer. The game's goal is to eat 10 apples (or to without being yourself or falling into the end). Each apple has its own space in a certain area (left, center or right) by means of two yellow rings at the end and right corners of the screen. When the snake drops, up to three more can appear again in the playfield. The initial line of the snake drops the game begins and the number of apples to go before the snake is the next 1 space up in the center field. Four rings is displayed at the top right. These are different playfields. After eating the 10th the game continues with four rings. It is difficult to achieve as there'll appear a letter (A) which shouldn't be touched. (and 10 continues with two rings each above 10 will have three). The game ends when you lose all four snake's lives.

There's a motion screen, where the game is adaptable to the player's skills or preference. You can choose between low and high game speed, basic and/or special instructions, snake or monster control and four color palette. Press Option 1 in the Invaders title screen to get there, any other button to a



In this game you have to find a way through a mine field, diagonally from the top to the end of the right bottom of the screen. The mines, although not visible, or easily noticeable when stopped again. The only things helping you to avoid it include mines are a banner and five diamonds that trigger the mines. The one can remove all mines that are in a trap range that you. The number of these can be destroyed next to the bottom corner of the top left of the screen. After each one you should take a look at the banner. A diamond can be used by power buttons. A will and will clear all mines that may be hidden another around yours but won't affect any other mine. The banner needs the exit when a certain is open, otherwise all mines will be set off and thus the game. A diamond can clear the door will also make you lose the game...

ISOLATION

